

Listing of Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

Claims 1-57 (Canceled)

58. (Currently Amended) A ~~computerized wagering game~~ gaming system apparatus, comprising:
- a computerized game controller comprising a processor with a memory and an operating system stored in said memory, wherein the operating system runs on the computerized game controller, the controller further comprising a game state ~~device storage~~, a nonvolatile storage, the computerized game controller being operable to control a plurality of computerized wagering ~~game games~~;
- ~~an operating system that runs on the computerized game controller, wherein the operating system comprises comprises~~ an operating system kernel and a system handler application, the operating system kernel and system handler application operable[[:] to dynamically link with a plurality of gaming program shared objects and device handlers for the computerized wagering game at run time when the computerized wagering game is executed in a manner that allows the plurality of gaming program shared objects to call a set of common functions effectively provided by the system handler application when the system handler application is executed, wherein the plurality gaming program shared objects are functional units of game code that provide a particular feature set for the computerized wagering game, and wherein the system handler application loads, executes, and unloads the plurality of gaming program shared objects one at a time during execution of the computerized wagering game and load said gaming program shared objects and device handlers;
- the system handler application comprising an Application Program Interface comprising functions callable from the gaming program shared objects, the Application Program Interface comprising a plurality of gaming functions callable by and used by the plurality of the gaming program shared objects, the plurality of functions stored in the computerized game controller;
- the system handler application operable to:
- load and execute a gaming program shared object based on game data variables stored in the nonvolatile storage, wherein the gaming program shared object is configured to provide a ~~first feature set~~ normal operation of a computerized wagering game;

write the game data variables to at least one of the game state device storage and nonvolatile storage when the gaming program shared object is executed;

load a bonus gaming program shared object file in response to a change in the stored game data variables by at least the gaming program shared object, the bonus gaming program shared object file configured to provide ~~a second feature set~~ bonus operation of the computerized wagering game[[],]

~~wherein the gaming program shared object and the bonus gaming program shared object are functional units of game code that provide different feature sets of the same computerized wagering game, and wherein each of the plurality gaming program shared objects is configured to provide a feature set for a plurality of computerized wagering games controlled by the computerized game controller; and~~

execute the bonus gaming program shared object file, thereby changing ~~a feature set associated with~~ the computerized wagering game from normal operation to bonus operation ~~the first feature set to the second feature set such that game play of the computerized wagering game changes functionality.~~

59. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 58, wherein the game data variables comprise meter information, data to recreate the computerized wagering game upon power loss, game history, currency history, credit information, ticket printing history, or a combination thereof.

60. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 58, wherein the system handler application comprises software having the ability when executed to:

unload a previous gaming program shared object or device handler if a previous object or device handler has been loaded;

load a new gaming program shared object or device handler; and

execute the new gaming program shared object or device handler.

61. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 58, wherein data variables modified by the plurality of gaming program shared objects are stored by the system handler application in the nonvolatile storage and a game state device storage, and the

system handler application functions to verify that the operating system or code for a shared object has not changed.

62. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 61, wherein the game state ~~device storage~~ provides a variable name index to associated variable data locations within the nonvolatile storage.

63. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 62, wherein changing a data variable in nonvolatile storage causes execution of a corresponding callback function in one of the plurality of gaming program shared objects of the system handler application.

64. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 58, wherein the computerized game controller comprises a general purpose computer system.

65. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 58, wherein the operating system kernel is configured to execute user level code out of ROM.

66. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 58, wherein the operating system kernel has at least one selected device handler disabled.

67. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 66, wherein the at least one selected device handler that is disabled is selected from the group consisting of a keyboard handler, an I/O port handler, a network interface handler, a storage device controller handler, and a I/O device handler.

68. (Currently Amended) The apparatus gaming system of claim 58, wherein the system handler application and the operating system kernel work in communication to hash system handler application code and operating system kernel code.

69. (Currently Amended) The apparatus gaming system of claim 68 wherein the operating system is controlled by a general-purpose computer and the nonvolatile storage stores program variables, such that loss of power does not result in loss of the state of the computerized wagering game system, and the system handler application loads a first gaming program shared object and the first gaming program shared object calls up a gaming function from within an Application Program Interface.

70. (Currently Amended) The apparatus gaming system of claim 69 wherein the system application handler loads and executes a single gaming program shared object at any one time, and wherein the system application handler shares data with at least one other gaming program shared object upon execution of the at least one other gaming program shared object.

71-73. (Canceled)

74. (Currently Amended) The apparatus gaming system of claim 58, wherein the wagering game comprises a plurality of segments each comprising a gaming program shared object, wherein the system handler is operable to dynamically change the wagering game from one of the plurality of segments to another of the plurality of segments in response to the change in the stored game data variables.

75. (Currently Amended) The apparatus gaming system of claim 74, wherein the system handler is operable to dynamically change the segment of the wagering game in response to a change in at least one of the device handlers.

76. (Currently Amended) A computer-implemented method of managing data for a computerized wagering game, comprising:

executing an operating system on a computerized game controller, the operating system including an operating system kernel and a system handler application, wherein the system handler application loads, executes, and unloads a plurality of gaming program shared objects one at a time during execution of a computerized wagering game;

loading and executing a gaming program shared object on the computerized game controller based on game data variables stored in nonvolatile storage, wherein the gaming program shared object is configured to provide a ~~first feature set~~ normal operation of a computerized wagering game;

changing one or more of the game data variables in response to executing the gaming program shared object;

loading a bonus gaming program ~~shared object~~ file in response to the change to the one or more game data variables, wherein the bonus gaming program ~~shared object~~ file is configured to provide a ~~second feature set~~ bonus operation of the computerized wagering game,

wherein a plurality of gaming program shared objects can be used to call a set of common functions stored in the computerized game controller that can be used for execution of the computerized wagering game ~~such that each gaming program shared object provides a different feature set of the computerized wagering game, and wherein the plurality gaming program shared objects are functional units of game code that provide a particular feature set for the computerized wagering game and wherein each gaming program shared object is configured to provide a feature set for a plurality of computerized wagering games controlled by the computerized game controller;~~ and

linking the system handler application with the plurality of gaming program shared objects for the computerized wagering game at run time when the execution of the computerized wagering game is initiated and the plurality of gaming program shared objects are loaded, thereby dynamically linking the system handler application with the plurality of gaming program shared objects for the computerized wagering game at run time when the execution of the computerized wagering game is initiated in a manner that allows the plurality of gaming program shared objects to call the set of common functions effectively provided by the system handler application when the system handler application is executed,

wherein the gaming program shared object is unloaded and the bonus gaming program ~~shared object~~ file is loaded upon changing from a ~~first feature set to a second feature set~~ normal operation to bonus operation ~~such that game play of the computerized wagering game changes functionality~~, with relevant data for the gaming program shared object and the bonus gaming program ~~shared object~~ file stored in the nonvolatile storage.

77. (Canceled)

78. (Currently Amended) A non-transitory computer readable medium including computer program code for the method recited in claim 76.

79. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 58 further comprising a housing that contains the computerized game controller, including the operating system, the system handler application and the plurality of functions.

80. (Canceled)

81. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim 58 wherein the gaming program shared object is unloaded and the bonus gaming program ~~shared~~ object file is loaded upon changing from normal game operation to bonus operation, with relevant data for the gaming program shared object and the bonus gaming program shared object stored in nonvolatile storage.

82. (Canceled)

83. (Currently Amended) The ~~computerized wagering game apparatus~~ gaming system of claim [[82]] 58 wherein the plurality of gaming program shared objects share data only through the game state device data storage.